

Playmatic RIO Reset Cycle

- 1 **replay unit** must be equal to one or more,
- 2 if not put a coin to activate the **coin chute switch** then thru the **A relay**, the **replay unit** increase of one or more, depend to the coin set up.
- 3 push the **replay button** to activate the **C relay (start relay)**.
C relay is on thru:
 - + switch normally closed **index B(cam motor)**
 - + **switch on replay unit (replay unit is more than 1)**
 - + contact normally closed **Y relay**
 - + **switch replay button**
 - + contact normally closed **C relay**
 - + contact normally closed **J relay**
- 4 **C relay** is on, **motor** run and thru switch normally open **IMP A (came motor) balls player** are subtract till reset position then **switch on ball played unit** active **R relay (control reset unit relay)**.
- 5 The **motor** run with:
 - + contact normally open **C relay**
 - + contact normally open **R relay**
- 6 contact normally open **C relay** active **F1 relay (trip)**
- 7 contact normally open **R relay** active **PC4 relay (reset unit 4th player)**
- 8 **hundred, thousand, ten thousand and hundred thousand units 4th player** are reset to zero position thru:
 - + contact normally open **PC4 relay(1)**
 - + switch normally open **hundred 4th player runout**
 - + contact normally open **PC4 relay(2)**
 - + switch normally open **thousand 4th player runout**
 - + contact normally open **PC4 relay(3)**
 - + switch normally open **ten thousand 4th player runout**
 - + contact normally open **PC4 relay(4)**
 - + switch normally open **hundred thousand 4th player runout**
 - + switch normally open **IMP A(cam motor)**
- 9 **bonus unit** is reset thru:
 - + contact normally open **PC4 relay(5)**
 - + switch normally open **bonus unit**
- 10 **on zero bonus switch** normally open **bonus unit** is off.

11 **PC3 relay** is activated thru:

- + contact normally open **PC4 relay(6)**
- + switch normally closed **on100's 4th player**
- + switch normally closed **on1000's 4th player**
- + switch normally closed **on10000's 4th player**
- + switch normally closed **on100000's 4th player**

12 **hundred, thousand, ten thousand and hundred thousand units 3th player** are reset to zero position thru:

- + contact normally open **PC3 relay(1)**
- + switch normally open **hundred 3th player runout**
- + contact normally open **PC3 relay(2)**
- + switch normally open **thousand 3th player runout**
- + contact normally open **PC3 relay(3)**
- + switch normally open **ten thousand 3th player runout**
- + contact normally open **PC3 relay(4)**
- + switch normally open **hundred thousand 3th player runout**
- + switch normally open **IMP B(cam motor)**

13 **PC2 relay** is activated thru:

- + contact normally open **PC3 relay(5)**
- + switch normally closed **on100's 3th player**
- + switch normally closed **on1000's 3th player**
- + switch normally closed **on10000's 3th player**
- + switch normally closed **on100000's 3th player**

14 **hundred, thousand, ten thousand and hundred thousand units 2nd player** are reset to zero position thru:

- + contact normally open **PC2 relay(1)**
- + switch normally open **hundred 2nd player runout**
- + contact normally open **PC2 relay(2)**
- + switch normally open **thousand 2nd player runout**
- + contact normally open **PC2 relay(3)**
- + switch normally open **ten thousand 2nd player runout**
- + contact normally open **PC2 relay(4)**
- + switch normally open **hundred thousand 2nd player runout**
- + switch normally open **IMP A(cam motor)**

15 **PC1 relay** is activated thru:

- + contact normally open **PC2 relay(5)**
- + switch normally closed **on100's 2nd player**
- + switch normally closed **on1000's 2nd player**
- + switch normally closed **on10000's 2nd player**
- + switch normally closed **on100000's 2nd player**

16 ***hundred, thousand, ten thousand and hundred thousand units 2nd player*** are reset to zero position thru:

- + contact normally open ***PC1 relay***(1)
- + switch normally open ***hundred 1st player runout***
- + contact normally open ***PC1 relay***(2)
- + switch normally open ***thousand 1st player runout***
- + contact normally open ***PC1 relay***(3)
- + switch normally open ***ten thousand 1st player runout***
- + contact normally open ***PC1 relay***(4)
- + switch normally open ***hundred thousand 1st player runout***
- + switch normally open ***IMP B(cam motor)***

17 ***Y relay*** is activated thru:

- + contact normally open ***PC1 relay***(5)
- + switch normally open ***hundred 1st player runout***
- + contact normally open ***PC1 relay***(2)
- + switch normally open ***thousand 1st player runout***
- + contact normally open ***PC1 relay***(3)
- + switch normally open ***ten thousand 1st player runout***
- + contact normally open ***PC1 relay***(4)
- + switch normally open ***hundred thousand 1st player runout***
- + switch normally close ***IMP B(cam motor)***

18 ***J relay*** is activated thru:

- + contact normally open ***Y relay***
- + switch normally close ***6C(came motor)***

19 ***add bonus*** run one time thru ***add bonus switch*** and contact normally open ***J relay***

20 ***add ball played*** run one time thru

- + switch ***on ball played unit***
- + contact normally open ***Y relay***
- + switch normally open ***2B(came motor)*** (2B missing on the schematic 16F-16G)
- + switch normally open ***IMP A(cam motor)***

21 ***ball return*** is active thru

- + switch normally open ***5E(cam motor)***
- + contact normally open ***Y relay***
- + contact normally closed ***C relay***

22 ***R relay, C relay*** turn off

23 ***PC4 relay, PC3 relay, PC2 relay, PC1 relay*** turn off

24 ***Y relay*** turn off

25 ***motor*** is off